Resident Evil®

CAPCOM

Capcom Eurosoft Ltd
9th Floor, 26-28 Hammersmith Grove
Hammersmith, London W6 7HA

PRINTED IN GERMANY

EmuMovies

INSTRUCTION BOOKLET

NINTENDO
GAMECUBE™

Original (Nintendo) Seal of Quality TM

THIS GAME SUPPORTS GAME PLAY USING ONE PLAYER AND CONTROLLER. CE JEU PERMET DE JOUER AVEC UN JOUEUR ET UNE MANETTE.

1 Player
1 joueur

Memory Card (carte m moire)
Uses 08 Blocks
N cessite 08 blocs

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS. CE JEU NECESSITE UNE MEMORY CARD (CARTE MEMOIRE) POUR SAUVEGARDER VOTRE PROGRESSION, VOS PARAMÈTRES OU VOS RESULTATS.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

60Hz mode

This game can be set to a clearer display and better quality on TVs that support 60Hz mode. When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function,you can enjoy smoother game screen with less flickers. To activate 60Hz mode,press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears..Select YES to activate the mode. Important: 60Hz mode using official NINTENDO GAMECUBE RGB CABLE is not applicable for Australia and New Zealand.

CAPCOM

LICENSED BY

Nintendo

CONTENTS

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

LOADING

1. Make sure the **POWER Button** is **OFF** on your NINTENDO GAMECUBE.

2. Insert your **RESIDENT EVIL**® NINTENDO GAMECUBE Game Disc as described in the instruction manual.

3. Insert the NINTENDO GAMECUBE Controller into Controller Socket 1.

4. If you wish to save a game, insert a NINTENDO GAMECUBE Memory Card into Memory Card Slot A. Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

5. Press the **POWER Button ON**. (**IMPORTANT:** Make sure not to touch the Control Stick while doing so.)

BASIC CONTROLS

The controls in this manual are default. You can change the default controls in Option Mode.

B BUTTON
· cancel selection
· run (hold down **B Button** and press the **Control Stick/Control Pad** ⬆)

START/PAUSE
· display Option screen

R BUTTON
· ready a weapon

Z BUTTON
· display Map

L BUTTON
· change targets
· use Defense Item (when MANUAL is set in Option Mode)

Y BUTTON
· display Status Screen

CONTROL STICK / CONTROL PAD
⬆ move forward
⬇ move backward
➡ rotate right
⬅ rotate left

X BUTTON
· not used

C STICK
· 180° turn
(or **Control Stick/Control Pad** ⬇ + **B Button**)

A BUTTON
· confirm selection
· action
· fire a weapon (with the **R Button** held down)

PROLOGUE

S.T.A.R.S. INVESTIGATION HELICOPTER MISSING!!

Arclay Mountains, Raccoon City

A spokesperson at the Raccoon City Police Department reported that an investigation helicopter of the special task force S.T.A.R.S. Bravo team is missing.

According to the announcement from the Raccoon City Police Department, the team was sent to investigate the Arclay Mountain and Raccoon forest area, where a number of people have been reported missing. Contact with the team has been lost since the last communication before dawn.

The Raccoon City Police Department suspects the team has been involved in some trouble. Now it will send the S.T.A.R.S Alpha team to investigate and collect information from witnesses.

Recently there have been a number of bizarre murders reported near Raccoon City. This incident is likely to make Raccoon City residents feel even more uneasy.

The special task force S.T.A.R.S. (Special Tactics and Rescue Service) was founded in 1996 under control of the Raccoon City Police Department to counteract increasing city terrorism and other crimes.

From Raccoon Press evening issue, July 24, 1998

GAME OBJECTIVE

Your ultimate objective is to escape from the mysterious mansion alive!

Can you survive the horror?

Beware the traps and mutant beasts infesting the landscape.

Solve hair-raising puzzles hidden throughout the mansion.

Turn out the lights, lock the doors... live the Nightmare!

CHARACTERS
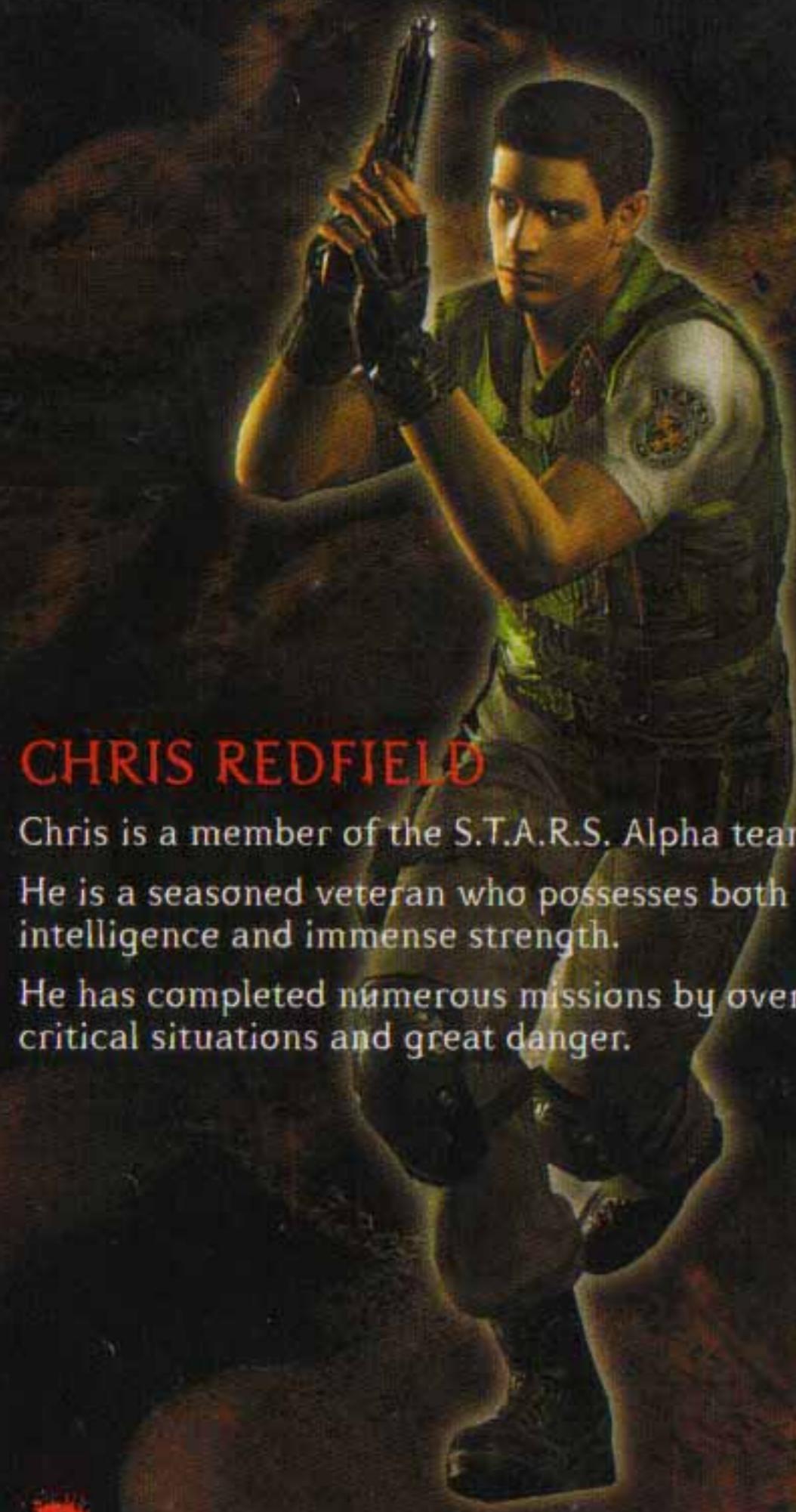
CHRIS REDFIELD

Chris is a member of the S.T.A.R.S. Alpha team.

He is a seasoned veteran who possesses both intelligence and immense strength.

He has completed numerous missions by overcoming critical situations and great danger.

JILL VALENTINE

Jill is a member of the S.T.A.R.S. Alpha team.

She is a highly intelligent agent who possesses both quick reflexes and common sense.

She has been decorated for her bravery in many dangerous situations where her cool judgment kept herself and others alive!

GAME SYSTEM

RESIDENT EVIL® contains two discs for the NINTENDO GAMECUBE. Use Game Disc 1 when you first start the game. When Game Disc 1 is finished, you will be prompted on screen to switch discs. Follow the instructions and enjoy the rest of the game.

Note: If you enter Game Disc 2 and turn off your NINTENDO GAMECUBE without saving once, you will not be able to start the game with Game Disc 2.

STARTING THE GAME

1. Soon after you turn on the power, the Language Select screen will appear. Choose the language you wish to play by pressing the A Button.

2. The Title Screen will appear - press **START/ PAUSE** to display the Menu Screen.

3. To start a game, you can select NEW GAME or LOAD GAME. Highlight your choice and press **START/PAUSE** or the **A Button**.

LOAD GAME
NEW GAME
OPTION

GAME MODES

LOAD GAME – Continue a previously saved game. From the File Select Screen, select the save file you want to play.

NEW GAME – Start a new game from the beginning. Select your character. Then, you will be asked a question before entering the prologue. The questions are tricky, so be careful when choosing your answer.

Note: Play as different characters, Chris or Jill, for somewhat different stories.

OPTION – Change various game settings.
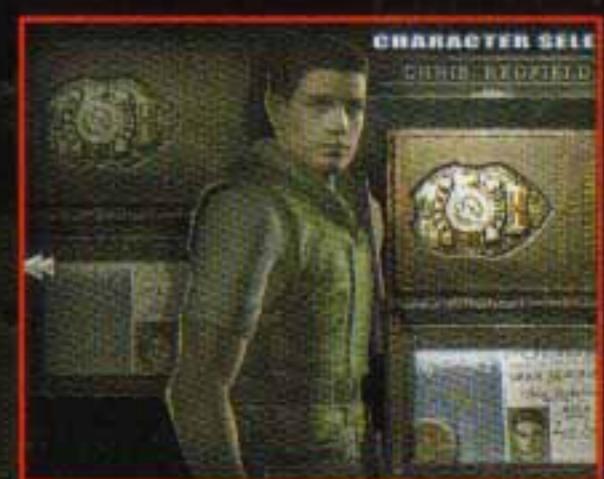
GAME OVER

Your character takes damage when attacked by an enemy or caught in a trap. When the damage accumulates to a certain level, your character dies and your game is over.

You can see your character's condition by checking the electrocardiogram in the Status Screen.

ACTIONS

CHECK

Press the A Button in front of an object

- Check an object in front of your character (if it is a door, open the door). When your character is with another character, you can talk to the other character.

ATTACK

Press and hold the R Button to ready a weapon, then press the A Button to fire

- You can attack an enemy with your currently equipped weapon.

- You can aim up and down by pressing the **Control Stick/Control Pad ⬆** or **⬇**.
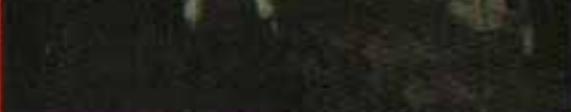
PUSH

Control Stick/Control Pad ⬆ (press and hold)

- If there is a movable object in front of your character, you can move it by pushing.

CLIMB / DESCEND

Press the A Button (near a gap)

- When there is a gap, you can climb or descend by pressing the **A Button** in front of the gap.

   Note: There are places where you cannot climb or descend.

RUN

Control Stick/Control Pad ⬆ + B Button

- Your character runs if you move forward while holding down the **B Button**.

180° TURN

⬇ + B Button or C Stick

- Press the **B Button** while holding the **Control Stick/Control Pad ⬇** or move the **C Stick** to any direction to turn around 180°.

DEFENSE ITEMS

If you have equipped a Defense Item in the Status Screen, your character will automatically use the Defense Item to fend off an opponent when an enemy grabs your character.

- Your character cannot use a Defense Item when grabbed from behind.
- You can select AUTO or MANUAL for using Defense Items in the Option Screen (Controller Setup).
- When MANUAL is selected, press the **L Button** the moment your character is grabbed by an enemy to use a Defense Item.

DEFENSE ITEMS

CHRIS ONLY	Flash Napalm
CHRIS & JILL	Dagger Knife
JILL ONLY	Stun Gun (requires battery pack)

ITEM BOX

Your character can only carry a limited number of items at once. You can store other items in an Item Box. Item Boxes are located in numerous locations throughout the game.

- Stand in front of an Item Box and press the **A Button** to open it. The Item Select Screen will then appear.
- You can exchange, store or take out items from the box. To place an item in the box, highlight an item, press the **A Button**, then select an empty slot in the box and press the **A Button** again.

STATUS SCREEN

DISPLAY FILE SCREEN

DISPLAY MAP SCREEN

ELECTROCARDIOGRAM

DEFENSE ITEM

ITEM DESCRIPTION

COMMAND WINDOW

EQUIPPED WEAPON
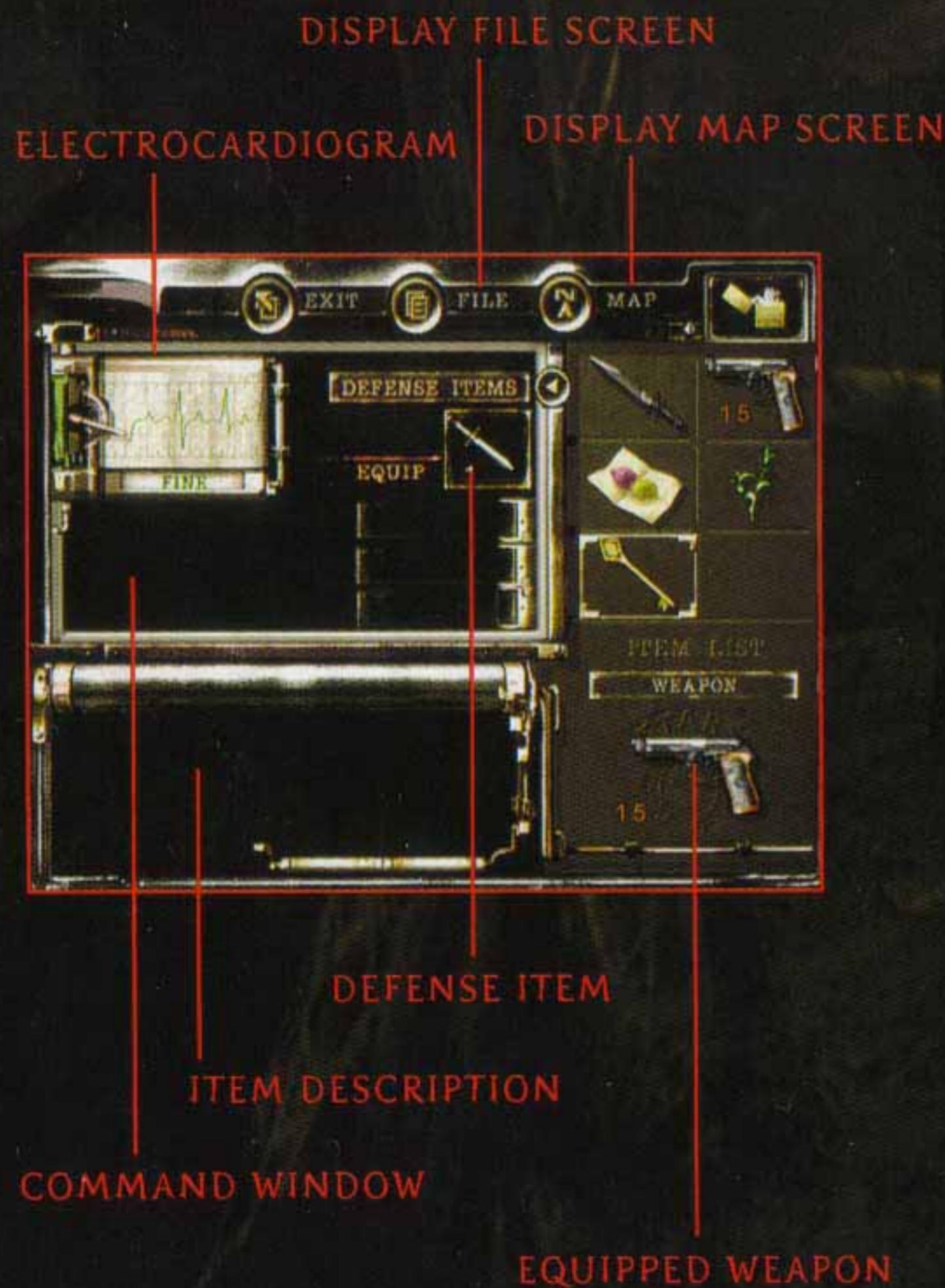
Press the **Y Button** to open the Status Screen, where you can check your character's condition and manage your items.

CHARACTER CONDITION

The electrocardiogram in the Status Screen shows your character's current condition. The condition will change as your character takes damage. You must use medicine (Herbs, First-Aid Spray, etc.) to restore your character's condition to Fine.
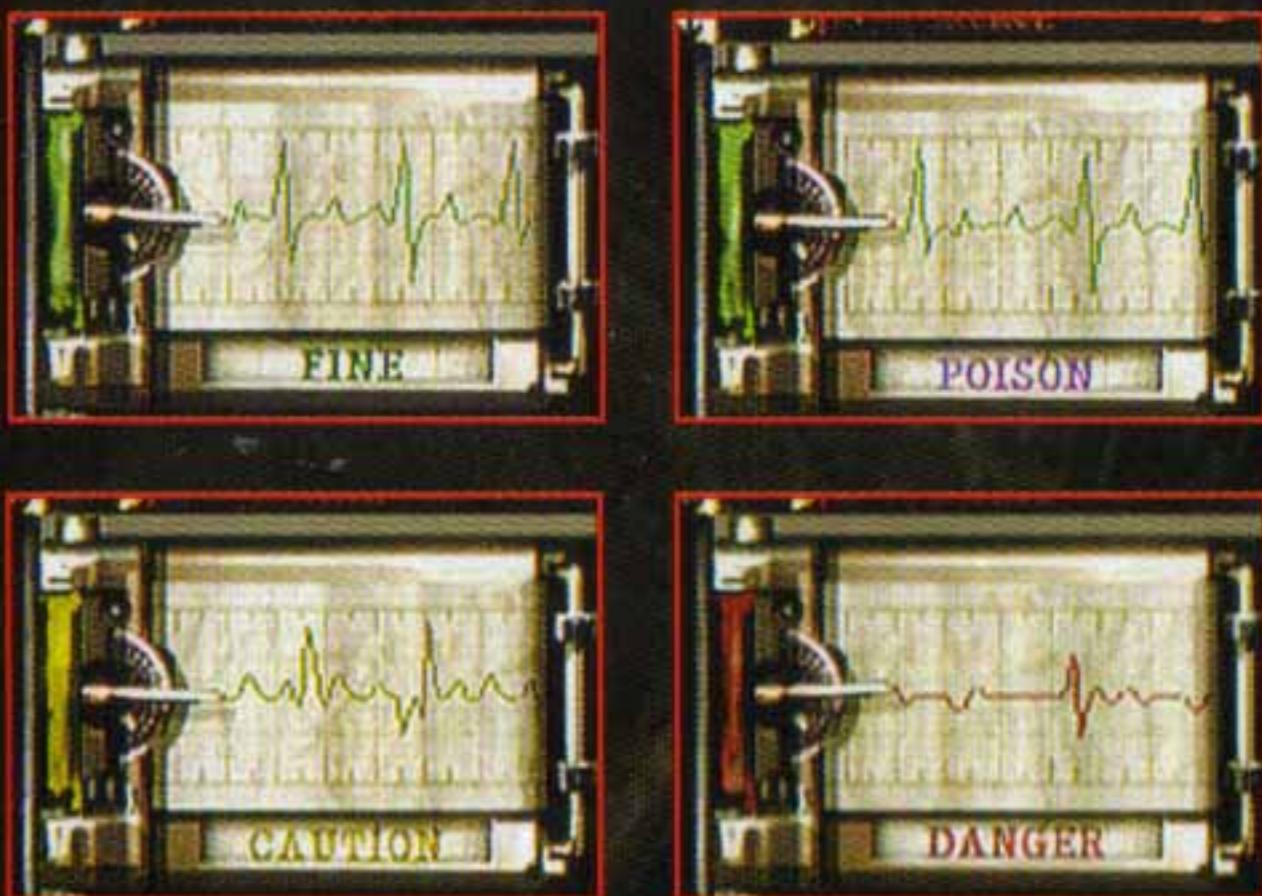
ITEMS

After highlighting an item you want to use, press the **A Button**. You have three options in the command window: USE/EQUIP, CHECK or COMBINE.

- **USING AN ITEM** – To use an item, highlight USE and press the **A Button**. You cannot use a weapon or ammo.
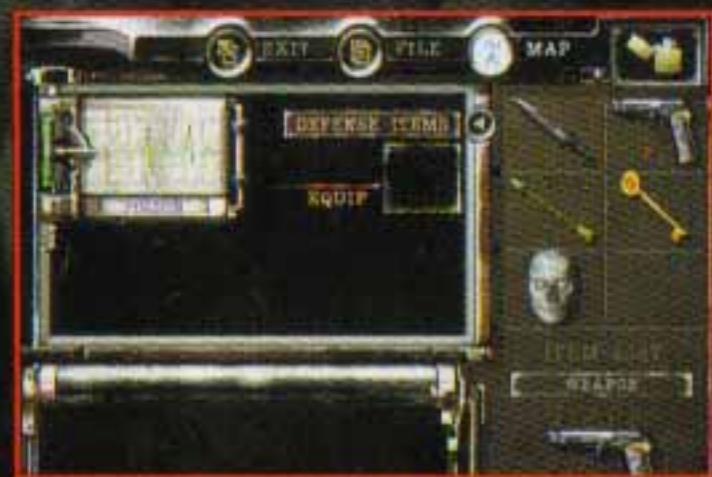

- **EQUIPPING A WEAPON** – For weapons, EQUIP will appear instead of USE. If you select EQUIP, you'll be equipped with the weapon. You cannot use a weapon until you have equipped it.

- **CHECKING AN ITEM** – Use this option to examine an item or weapon you have acquired. Use the **Control Stick** or **Control Pad** after selecting an item or weapon to rotate it and examine it in 3-D. Press the **A Button** when you see something suspicious or interesting on the item to check it in detail.

- **COMBINING ITEMS** – Some items, particularly weapons, have a different effect when combined with other items.

For example, when you want to reload a clip of ammo for a gun, select the clip and then select COMBINE from the command window. Use the **Control Stick** or **Control Pad** to move the cursor onto the gun you want to put the clip in. Also, herbs will have a new effect when mixed in a certain combination. Try combining other items to discover new effects.

DEFENSE ITEMS

If you have equipped a Defense Item (and AUTO is selected in Option Mode), the item is automatically used when your character is grabbed by an enemy, and protects your character from taking damage. (Defense Items do not work if your character is grabbed from behind.)

- When the cursor is in one of the item slots, press the **Control Stick/Control Pad** ⬅ to move the cursor to the Defense Item slot.

- Press the **Control Stick/Control Pad** ⬆ or ⬇ to highlight a Defense Item to use. Press the **A Button** to display commands. If you select EQUIP, you can equip the Defense Item.

- You can unequip a Defense Item by equipping it again.

Note: You cannot use this feature if you don't have any Defense Items.
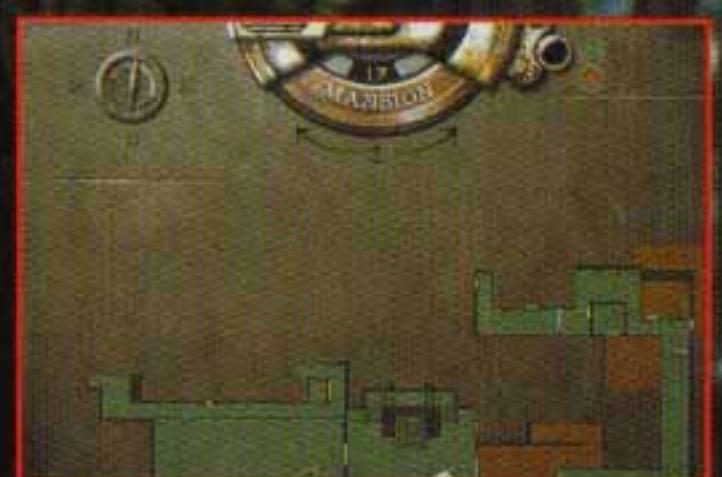
MAP/FILE

You will acquire maps and files as you advance in the game. You can look at them in the Status Screen. Move the cursor to MAP or FILE with the **Control Stick** or **Control Pad** and press the **A Button**.

- **MAP** — If you select this, the Map Screen will show your character's current location and a map of the area. Rooms on the map are displayed in different colors and you can see locked doors, an item you failed to get, and so on. If you haven't acquired the map of the area, only the rooms you have explored are displayed.

- **FILE** — If you select FILE, the File Screen will appear. Here you can look at information on the files you have acquired. Select a file to view its contents. You may find a helpful clue.

SAVING

In order to save your progress, you must first find an Ink Ribbon hidden in the mansion. Then you must find a typewriter to use the ribbon. Once you do that ...
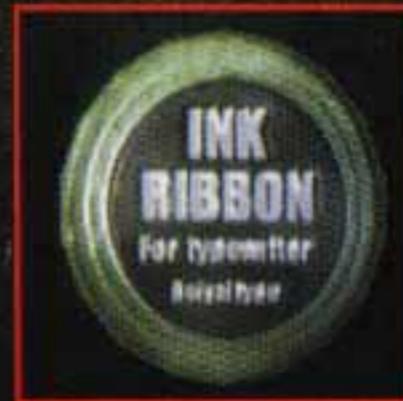
1. Stand in front of a typewriter with an Ink Ribbon in your inventory, and press the **A Button**.

2. You will be asked if you want to save your game. Select YES.

3. A list of save files will appear. Select a file to save with the **Control Stick/Control Pad** ⬆ and ⬇.

Note: Saving a game consumes one Ink ribbon. The number of Ink Ribbons in the mansion is limited so think carefully about when to save your game.

OPTION MODE

Press **START/PAUSE** during gameplay to display the Option Screen, where you can adjust game settings.

(You cannot display the Option Screen during a game event or while in the Status Screen.)

You have the following options:

- **BRIGHTNESS ADJUST** — Use this screen to adjust the brightness of your monitor. (Depending on your monitor, this option may not be appropriate. In this case, press the **Control Stick/Control Pad** ➡ and select the mode where you can adjust brightness in the game.)
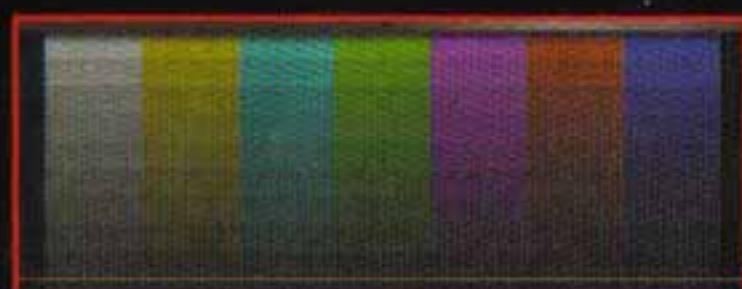
- **CONTROLLER SETUP** — In this screen, you can select different types of controller setups by moving the **Control Stick/ Control Pad** ◀ and ▶. You can also turn the Rumble Feature ON/OFF and select AUTO or MANUAL for using Defense Items. When MANUAL is selected, you must press the **L Button** when your character is grabbed to use a Defense Item.

- **AUDIO SETUP** — In this screen, you can toggle between STEREO and MONAURAL speaker setup (your choice depends on your system) and adjust the volume of background music and sound effects.

STUCK, STYMIED, SURROUNDED?

- **CHECK EVERYTHING.**
- **CONSERVE AMMUNITION.**
- **SAVE OFTEN.**
- **DON'T GIVE UP. THERE'S ALWAYS A WAY OUT.**

HINTS

- Listen to what characters say, and do what they suggest. You'll advance a lot faster. Otherwise, you may expend valuable time (while the monsters are wreaking havoc) trying to figure out what to do.

- Watch for flashes on screen, indicating clues to items you can use. If an item is not easily acquired, consider many options to get it. For example, you may have to move a piece of furniture.

- Closely examine items in the inventory. Look at them from all angles, because some may contain important features you don't see at first.

- Before leaving a room, check everything. Revisit areas you've been to before - you might find or see something you overlooked on a previous scan.

- Keep your Defense Items set to AUTO (in Option Mode) until you really know what you're doing.

- Switch to MANUAL when you're more experienced. The benefit to MANUAL is that you can choose when to use a Defense Item.